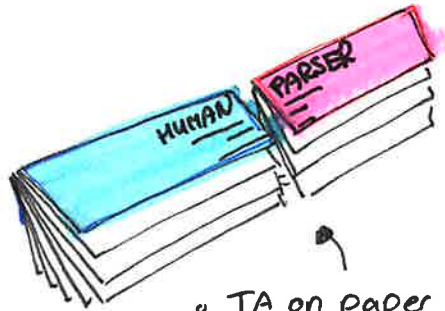


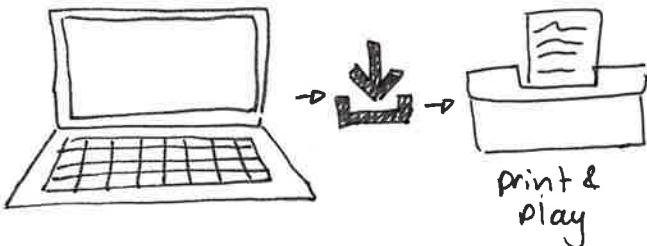
Last time...



• TA on paper

- really like the small form factor & that people can take it with them
- how to make "human ... parser" more readable? (connectivity)
- how to lead people into the experience more?
- can I improve the quality of the physical product?
- still 2 player game?

→ would be nice if it can be presented as downloadables, together with thesis

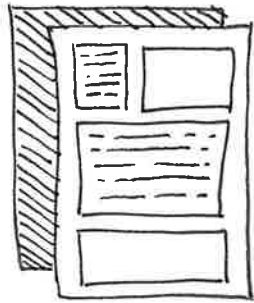


misschien meerdere "settings"

enigszins poëtisch

- islands
- conversation
- Dungeon

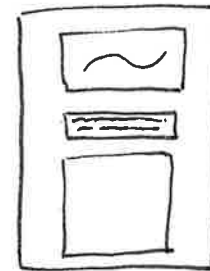
2x character sheet (includes rules)



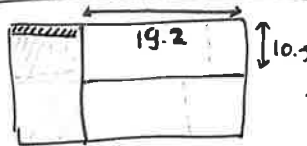
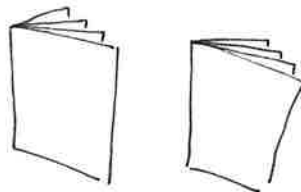
2x booklet → human & parser



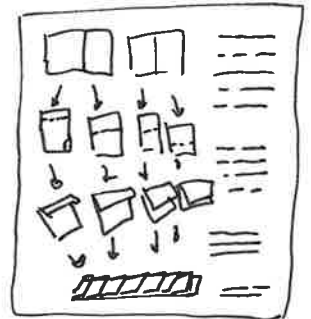
"calibration exercises"



just a (pair of) booklet(s)

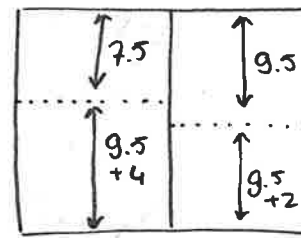
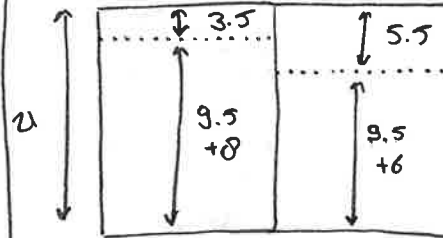


or



→ accompanied by guide - "manual" - on how to prep & play

E.g. 2 A4 with cutting lines (—) and folding lines (---) can produce:



2x A4

$$2 \times 9.5 + 2 = 21$$

$$2 \times 9.5 + 2 = 22$$

